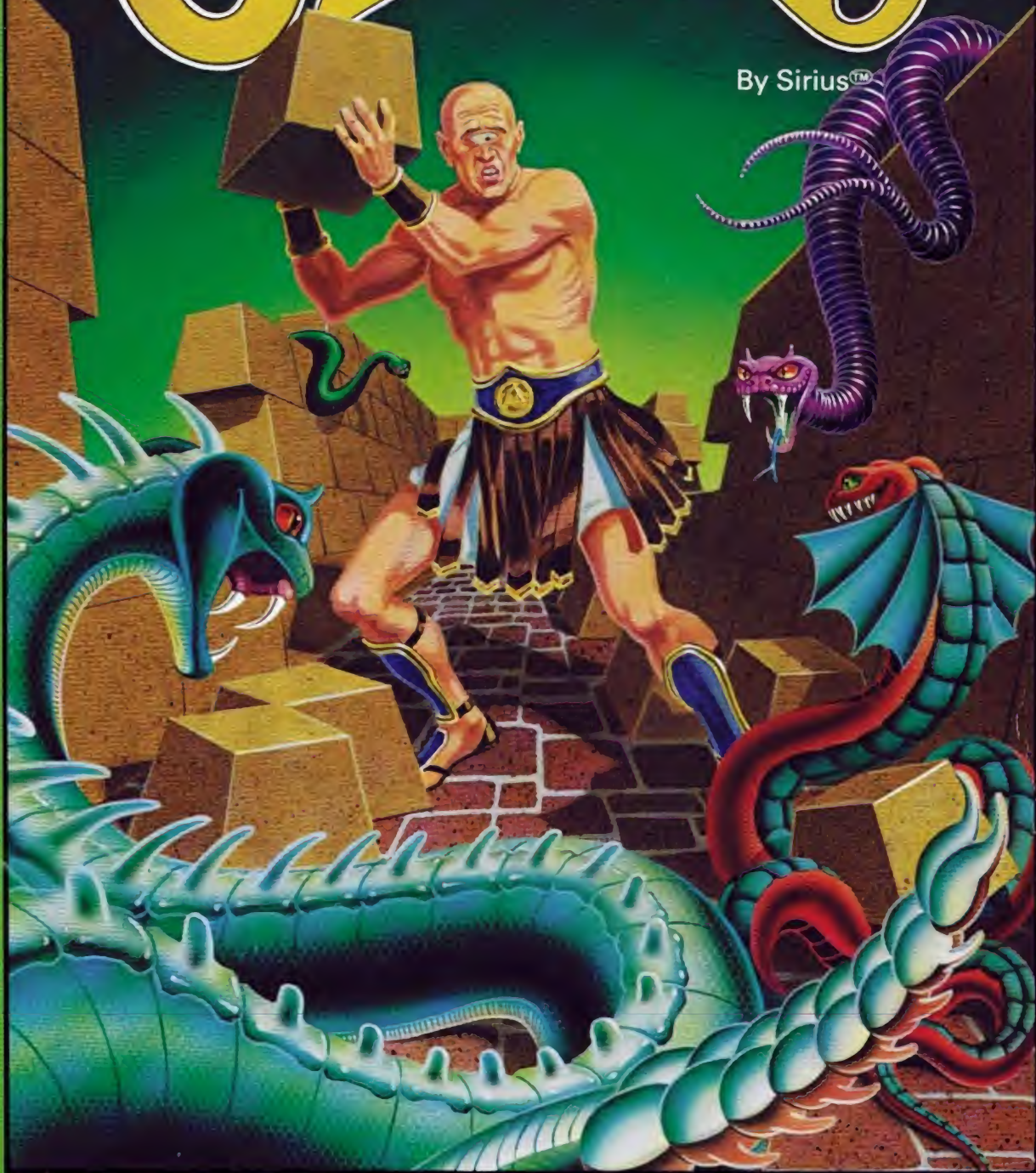# CYCLOD

By Sirius™

A Fast Action Game From Sirius™
FOR THE ATARI 800 COMPUTER
With 48K And One Atari 810 Disk Drive

CYCLOD

The Object:

You are an eyeball with just one mission in life: Smash Snakes! The more snakes you kill, the higher your score. But you must be careful, the snakes also have one goal in life: Kill Eyeballs! You can avenge and defend yourself by pushing the bricks around the screen. A brick shoved into any segment of the snake sends him on a one way trip to reptile heaven. You may want to build snake traps from the blocks or a fortress for yourself. Whatever your strategy, remember that in Cyclod, there are more than a million ways to skin a snake.

To Begin:

Insert the Cyclod diskette in drive #1 and boot as usual. Press the SPACE BAR to exit the demo mode, then select a starting skill level from 1 to 20. If you are using the keyboard controls, press the left and right movement keys to select a skill level, then press RETURN to begin the game. If you are using a joystick, tilt the stick left or right to change the skill level and press the FIRE BUTTON to begin the game.

Selecting Controls:

Keyboard: Cyclod will default to the keyboard control mode with these keys selected:

A = Up	Z = Down
+ = Left	* = Right
SPACE BAR = Stop	/ = Auto Repeat Toggle

At any time during the game, you can press CTRL-C to redefine these keys. Beginning with the "stop" function, change the default key shown between the brackets by pressing the key you wish to use. Press RETURN to retain the default key. You will be returned to the game after choosing the "repeat toggle" key. Press CTRL-K to return to keyboard control mode from a joystick control mode.

Joystick: Cyclod is playable with a joystick plugged into controller jack 1.

Scoring:

Points are scored for each snake smashed. Destroying shorter snakes at the higher levels will earn the most points. Also, bonus points are awarded at the completion of each level based on the difficulty of the level played and how quickly you won the level. Normally you progress through the levels one at a time, but you may jump ahead several levels if you prefer. During play, press a number key, 1 - 9 to skip additional skill levels at the next advancement. You may skip up only to level 20. Beyond level 20, you may advance only by successful play, one level at a time.

Entering High Scores:

Cyclod retains the ten highest scores since it was last booted. When prompted, use the left and right movement keys or the joystick (in the same manner used to select the level of play) to select three initials. Enter each initial with the RETURN KEY or the FIRE BUTTON. When done, press the SPACE BAR or FIRE BUTTON to resume play.

The Display:

Player initials and high scores are presented in the demo mode. The following information is displayed at the bottom of the screen during the game.
RPT = Auto repeat is on
Number of snakes remaining = 7 per level
Number of Eyeballs remaining = 3 per game

Convenience Controls:

ESC = Pauses the game until pressed again
CTRL-R = Restarts the game
CTRL-S = Toggles the sound between the speaker and the cassette output port.

Important:

This diskette, when booted, will do a quick test of itself and your Atari. This assures that the load of the game is exact. Failure of the test results in a "Beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Atari 3) you have a bad diskette. Try the diskette on a different Atari to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment and have placed a duplicate of the game on the backside of the disk just in case.)

Sirius Replacement Policy: Sirius will replace any defective disk with a new one for $5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

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Designed And Programmed By Hunter Hancock
Assembly Language 48K

Requires An Atari 800 Computer With 48K
And One Atari 810 Disk Drive
Playable With Keyboard Or Joystick

Sirius Software, Inc. Sacramento, California

Sirius Software Presents:

CYCLOD

ATARI 800